Wassup people, TGX here. I'm a big crash Bandicoot fan as you could probably tell by my series of videos that spanned 2 fucking years. And I'm every bit a fan as I was back then even while half my reviews don't hold up. So I had over 100 hours of footage combined kicking around from every game in the series and nothing to do with it, so I figured I'd do that thing that was popular about 27 years ago and review every game in the series in 10 words or less and rank them on a scale of 0-10 almost like a real critic. The scores will only be oproximations as there's no way to accurately convey your opinions with a number and there'll only be whole numbers because why not, so there'll be some surprises. Ready? 3, 2, 1… go.

Crash Bandicoot.
Despite what people will say, is still really damn fun.
8/10

Crash Bandicoot 2: Cortex Strikes Back
It's like one step forward and two steps back
7/10

Crash Bandicoot 3: Warped
Some say this game's bad, some people are wrong
9/10

Crash Team Racing
The best damn kart racer ever made
10/10

Crash Bash
This is the last game that needs a fucking remaster
4/10

Crash Bandicoot: The Huge Adventure
Bland and forgettable, yet inofensive.
6/10

Crash Bandicoot 4: The Wrath Of Cortex
Wrath of Cortex, more like wrath of AIDS.
2/10

Crash Bandicoot 2: N-tranded
3D sensibilities don't belong in a 2D game.
5/10

Crash Nitro Kart
Crash Team Racing... IN SPACE!!!

8/10

Crash Purple: The Cortex Conspiracy
I have never played a more offensively bad game.
0/10

Crash Twinsanity
Crash Bandicoot jumps the shark... and sticks the landing.
7/10

Crash Tag Team Racing
We going with platforming, racing, stunts or demolition derby? Yes!
4/10

Crash Boom Bang
Played this game for an hour, aged 50 years.
2/10

Crash Of The Titans
It's original, it's fun, it's hilarious. How is this bad?
7/10

Crash: Mind Over Mutant
It's like Crash Of The Titans, but 90% filler.
5/10

Crash Bandicoot: The N.Sane Trilogy
That thing from the 90s, completely unchanged minus graphics. Yay?
5/10

Crash Team Racing: Nitro Fueled
You know what the best kart racer ever needs? Microtransactions!
Haven't played/10

Oh you thought we were done? Fat chance fuckface, we haven't covered the mobile games yet.
So let's take a look at all the Crash Bandicoot mobile games and review them in 5 words or less.

Crash Nitro Kart Mobile
Crash Nitro kart, But shit!
2/10

Crash Racing
By comparison TTR's a masterpiece.

2/10

Crash Bandicoot 2003
Wait, this isn't a bootleg?
0/10

Crash Twinsanity 2D
Short, but well made
6/10

Crash Twinsanity 3D
How do you control this?
3/10

Crash Nitro Kart 3D
Surprisingly good is an understatement.
7/10

Crash Boom Bang Mobile
Fuck, Wario needs to sue.
5/10

Crash Of The Titans
Primitive, but pretty good
6/10

Crash Of The Titans
This game kicks ass
8/10

Crash Bandicoot Mutant Island
Bored bored bored bored bored.
2/10

Crash Bandicoot Mutant Island
Literally unplayable.
1/10

Crash Nitro Kart 3D
IOS, the early years
4/10

Crash nitro kart 2

IOS, the later years
5/10

Alright now that was alot to get through, and no doubt you probably missed some of it. So I'm going to do something I didn't do in my review series proper, which you should totally check out, and rank the top 5 and bottom 5 games in the series. Remakes and mobile games will unfortunately be disqualified, I'm ranking the main series games as they were when they were new.
Top 5.
1. Crash Team Racing
Crash team racing is… perfect. Or at least as close to perfect as you could possibly get. For what it is, there's not one thing I could call out, except the gem tournaments started to get tedious by the end and the bosses by enlarge are weak. The controls are tight as can be and instantly accessible while also leaving plenty of room for skill and finesse, so anybody can pick it up and feel in control but you also have a very high skill ceiling so it nails the easy to learn hard to master quality, the track design is stellar and takes advantage of the deceptively deep mechanics masterfully, the character roster is great with all the characters you've come to know and plants to unlock, it's one of the few racing games with a fully fleshed out singleplayer mode which is hours of fun, and even has a surprisingly well realized story. It's a driving game that's able to mix up it's gameplay while staying true to its mechanics so it can wring every ounce of fun it can out of itself, it looks great, plays great, the music's great. I could gush for hours, and in fact have. But Crash team racing is not only my favorite crash Bandicoot game, but also one of my favorite games. Naughtydog wanted to go out on a high note while paying tribute to the franchise that brought them to the game. This is not the greatest game in the world… this is just a tribute. G'night everybody.
2. Crash Bandicoot 3 Warped
Some people may say that 2 is the supiror game, but I think that 2 suffered from a number of issues that can be narrowed down to being the middle child between 1 and 3 without the tightness of design of the former and the mad refind eclecticness of the latter. I don't know I just haven't really enjoyed 2 all that much when I played it. But on the other hand 3 I have very much enjoyed. The core of the game is better than ever with the multiple time periods offering wild and wonderful variance the likes of which we've never seen with controls and mechanics smoother and more carried than we've ever seen making for true one to one satisfying controls mixed with ever expanding hazards and gimmicks and a few varrying modes that all play well and never feel like too much of a departure from the core game. It was basically as carried and as aclectic as you could get without the variety becoming overwhelming and for what it's worth, this is a game that I could pick up and play any time and still enjoy. Say what you will but I will never stop loving Waaaarped
3. Crash Nitro Kart
Sometimes being derivative isn’t an issue assuming you can create something of similar quality while also having enough of a twist to make something unique. Crash nitro kart is essentially crash team racing, in space with zero gravity mechanics and that’s enough. There enough imagination on display here and enough wholly new tracks and mechanics to bring crash Nitro

kart to not quite as high heights as ctr, but still very high heights. The controls aren't perfect, but they're damn close, the tracks aren't all great but there are some awesome ones especially towards the latter half of the game, with a lot of fun utilisationof the gravity mechanics and there are even ways it improves over CTR, such as a much better villain. I feel like I'm holding back because I need to save my big compliments for the game this rips off. But there's nothing wrong with a ripoff, as long as it's done well and that's cnk in a nutshell. But if you were one of those people who claimed that crash nitro kart sucked for being too similar but sucks off nitro fuled's dick, welcome to the hypocrite club. I'll show you around, I'm a senior member.

4. Crash Bandicoot

That's fucking iiiiit, the next person who says that crash 1 still holds up is getting fuckin blocked" is a relative paraphrase of what one of my rather petty associates have said in the past. Hi Dan, how you doin? I've heard for years that the original crash bandicoot has aged poorly, but aside from the subpar save system, I've never really gotten a decent explanation why. I think it's just one of those things you're supposed to tink. Personally I think that this game plays great, it has a laser focused design so nothing gets between you and the primary gameplay loop, there's enough variety in the design to keep things varied naturally, and the actual gamepaly while not groundbreaking is a fun stimulating romp, that controls buttery smooth. I've gotten shit for saying things like this in the past, but I've never had any issues with the way this game plays and in fact I've gone back to this game about 5 times in the past few years. Sure I've never 100%ed it without a password, but I don't think a game needs to be fun to 100% to be a good game. Once you get down to it, this game is front to back anout 2-3 hours, but it's 2-3 hours that I could go back to again and again, I can't really say that about many other games in the series.

5. Crash Of The Titans

From the lows of games that I played when I was 8, to one of the last games I played. It was more or less a 3 way tie for fifth place between this, cortex Strikes back and Twinsanity. It basically came down to "which game do I remember in the most positive light." And the answer is, no contest, crash of the titans. Yes crash of the titans, the game that ruined the series. The series that contained the bottom 4 games on this list. If anything I'd argue that the series was already ruined by 2007, so crash of the titans wasnt going to ruin it any more than it already was, and if anything it ended up elevating it. Crash of the titans is the last unique thing the crash series has done in over a decade. With reinvented gameplay that stayed true to the original formula while building it's own thing, a fun jacking mechanic that gave the combat layers of depth, easily the best story crash bandicoot has ever had full stop, and it's the only crash game that made me genuinely laugh put loud. And I'm tough to please comedy wise, oh it wasn't the same as the other games, yeah because Mario 64 and sunshine were just like Mario 3, things need to evolve to improve. You could argue about the redesigns, and sure there were some bad redesigns, but that's a complete non issue when the rest of the game is so fun. So imma sound like a real fuckin hypocrite when I eventually talk about the reignited trilogy.

Bottom 5

1. Crash Purple: Riptos Rampage

And now we've reached the bottom of the barrel. Not just the worst crash game I've played, but one of the worst games I've played full stop. It's a special type of bad this one. So bad I had to

make up new words like shameplay and maflengent just to describe it. It's a perfect blend of a narrative that can only be described as the equivalent of a double murder suicide. For it is 50 shades of aids and is the worst fanfiction I've ever read and yet it's an official release. Take every single trope from the worst fanfictions a you've read, multiply it 100X then shit all over it and you'll have a rough estimation of about 1/10th the horror this story brings. To describe the story would be to describe a bloodstain. And to describe the gameplay would be to describe the rest of the dead body. I guess this is a party game because it fits no other description. It has no structure whatsoever. The minigames are caught between boring and atrocious, with a connecting overworld only serving as a comute between missions. It's aweful. This game literally looks like a bootleg and yet it's an official release by a major studio combining 2 major franchises and the result is tantamount to a double stillbirth. It's the most insulted and enfuriated I've ever been while playing a game and to top it all off, loo at it. It looks like stills from an amateur Garry's mod video compressed to Hell and back. Fuck this game, if I never have to play it again, it'll be too fucking soon.

2. Crash Bandicoot Wrath Of Cortex

Looking at it there's one and only one traditional crash game on the bottom list. I guess that goes to show you the relative quality standard of the traditional crash games even though they became fewer and further between as the series aged. But the one that I call the absolute worst traditional crash game just so happens to be the first one not made by naughtydog. I think it goes to show that the original formula had a shelf life that had already been met by the first 3 games, which is why twinsanity shook things up so much. But between poor controls, abysmal graphics, gimmicky unfocused and poorly made gameplay, where 2/3rds of the levels were gimmicky or partially gimmicky vehicle sections, most of which were horrible, traditional gameplay that was at best, more of the same at worst frustrating and horribly designed with exactly one new idea, a plot that's simultaneously terrible and in your face with up to 12 minutes of cutscenes at a time which completely lacked substance nd told you nothing, terrible performance in every way from glitches to framerate issues, to glitches graphical and otherwise, and 95% recycled ideas but done worse, wrath of cortex was shockingly bad. Some may say this game is good, some people are wrong. This game is the merphy’s law of videogames, everything that could have went wrong, went wrong

3. Crash Boom Bang

This will come as a surprise to no one. It’s funny to think that the majority of the bottom 5 is dominated by party games, that is if you can even define one of them as a party game, because it doesn’t fit any other description, and we will get to that later. That said, Crash bash was a lame attempt to imitate mario party with a unique spin, but crash boom bang makes crash bash look like ocarina of fucking time. The biggest in the laundry list of flaws with crash boom bang is that it’s soul crushingly boring. I played it for an hour to get to the endgame, and it felt like 10 hours. It’s a game with dozens of minigames and not a single fun one, having used an emulator to play it, I have evidence that the number you roll is predetermined before your turn no matter how many times you reset and you still move on to the next level even if you come in dead last, so it feels like nothing matters. More than anything it feels like a cynical plastering of crash bandicoot on an unrelated game because it doesn’t look or feel in any way like crash, so there’s no reason this game needs to exist. It looks ugly, the main villain is aweful. I could go on forever,

but saying this game is only 3rd worst is probably a controversial opinion. The thing is, it’s so boring and so forgettable that I can’t stay mad at it. I just desperately want to move on, there are worse games for being memorably bad. But even then, I’d rather take a railroad spike to the mush then ever play crash boom bang again.

4. Crash Tag Team Racing

Tag team racing is probably the most tragic entry on this list. Because it had every right to be better than what it was. But it somehow ended up being worse than the sum of it’s parts. The big issue was focus. It tried to be 4 games sinulatiniously and squeeze it all into a single disk and as a result tag team racing was way too thinly spread and ended up being tragically shallow with modes that range from boring to otherwise very unpleasant. It had the building blocks to be a good platformer, but the platforming was pointless and only served as a commute between races, the racing was a single interesting idea the fusion mechanic, undercut by atrocious balance and shallow gameplay. The demolition derby simulation was as one note and underdeveloped as it gets and the same goes for the stunt challenges. If it had picked one thing and stuck to it, tag team racing would be a different story. Perhaps it could have been saved by a good story, but the narrative was just kinda cringy shit. With an overreliance on grossout humor and smug self refference, neither of which were handled great. This entire game just seems half baked.

5. Crash Bash

This one hurts me because it's the only game on the bottom list that I played when i was super young. I don't hate this game but between the insubstantial shallow and boring content, a frustrating adventure mode and an plot that A. Didn't need to be there and B. Made me sense, I don't think there's anything really worthwhile about this game. I wouldn't have even ranked it in the bottom 5 but recently I actually tried playing adventure mode with a friend and neither of us had a good time. So even the fun with friends excuse didn't hold up. Bottom line, this is the last game that needs a remake, and if this is what's next for the series, then I'm out because 3 remakes later I have no reason the Bel be the series doesn't exist for the sake of nostalgic pandering.

And that's all she wrote. I digress that me and crash are on a bit of a time out right now. After the n.sane trilogy I was happy to see the series back albeit in the most safe way possible. But after Nitro Fueled was announced I decided I wanted nothing to do with the series because I'm not convinced this series doesn't exist for the sake of cynical nostalgia pandering, we already proved we would pay for crash Bandicoot again, why must we pay for more things we've already played. But really my enthusiasm was killed my the lumps of subhumans who got on my shit for daring to criticize anything crash Bandicoot or nitro fueled related in spite of the entire thing being questionable at best. We'll just have to wait and see. If the next game is a remake of crash bash, the count me officially out. Crash has been back since 2016 and hasn't had an original thought since. If the next game is brand new then I will happily eat my own words. Only time will tell.

The inherent issue with a remaster, remake or whatever is that the bar is already set